



How to Increase your Missile Command™ Earnings

What is the high score on your Missile Command game? 5,000, 10,000, 20,000 points? That's too low! Your players are probably not getting their money's worth, and that means you aren't getting enough quarters in the cashbox.

After three or four weeks of practice, an average player's score on Missile Command should be about 30,000 points; an excellent player should be able to achieve over 100,000 points.

A score of 146,000 has been reported by a local arcade after Missile Command has been in the location for only two weeks. After many months of practice, only a few Atari engineers are able to achieve scores of over 300,000 points! One engineer even scored 608,000! It proves that Missile Command remains a constant challenge. Even for very skilled players!

Not all players have the skill required to play a 300,000 point game of Missile Command. Your players may need some extra incentive to continue to develop their Missile Command skills.

Check the scores on your Missile Command game at the end of every day for a week. If Missile Command has been in

your location for at least three weeks, and your highest-scoring players are not achieving at least 30,000 to 40,000 points, the game options may be set too difficult for your location's clientele.

More options means more profits.

Take advantage of the many operator-selectable options available on Missile Command. A bonus city can be awarded every 8,000 points (instead of the factory-set 10,000 points). This will give players a better chance of obtaining higher scores. As a player's score gets higher, Missile Command becomes more and more exciting. The challenge of the game increases as the colors of the attack waves change.

If scores get too high, and game times get too long, the operator-selectable options can then be set to be more difficult to maintain the challenge. The option can be set to award a bonus city at 10,000, 12,000, 14,000 up to 20,000 points. Or you can set Missile Command to start with as few as four cities or as many as seven.

Maximize your Missile Command longevity and profits by taking advantage of the options available.